MIDDARA™

New Rules

VERSION 0.5 - MAY 2024

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ART

Summary of Components

MOCKUPS NEEDED

New Rule Book
This is the ***Middara: New Rules Book*** and contains all the new rules required to play ***Middara: Unintentional Malum Act 2 and 3***.

Adventure Book
This book contains Act 2 of ***Unintentional Malum*** and is the second part of the ongoing Adventure of Nightingale and her friends.

Diagram Book
This is a supplemental book that contains all the Diagrams for ***Middara: Unintentional Malum Act 2***.

Plastic Figures
Act 2 contains **43** plastic figures used to represent the Characters and Combatants.

Custom Dice
Act 2 contains **12** additional custom dice. These dice are used alongside high tier cards (Epic, Legendary, and Mythic). See the ***Dice Breakdown*** chart on the back of this Rule Book for a detailed look at the dice.

Combatant Cards
Act 2 contains **X** additional **non-Hidden** Combatant Cards.These cards are new Variations and Alternate Combatants intended to add options in Act 1. These cards should be added to your game immediately. See ***Adding New Cards***, Pg. 8.

Discipline Cards
Act 2 contains **X** additional **non-Hidden** Discipline Cards. These cards provide new options for Act 1 and should be added to your game immediately. See ***Adding New Cards***, Pg. 8.

Keystone Disciplines
Act 2 contains **X** brand new cards called Keystone Disciplines. These cards provide new options for Act 1 and should be added to your game immediately. See ***Keystone Disciplines***, Pg. 24.

Tierless Item Cards
Act 2 contains **X** **non-Hidden** Item Cards that can be acquired at any Tier. These cards represent new Wandering Items and Accessories. These cards should be added to your game immediately. See ***Adding New Cards***, Pg. 8.

Combatant Loot Cards
Act 2 contains **X** new Loot Cards that are used to set up Loot Decks when playing higher Tier Encounters (i.e. Epic, Legendary, and Mythinc.) See the ***Combatant Loot Deck Setup*** on Pg. 32.

Exalted Esper cards
Act 2 contains **X** new Exalted Esper Cards. These cards are new options that can be used by the ***Exalted Summoning*** Discipline from the Assemblage Discipline tree. These cards should be added to your game immediately. See ***Adding New Cards***, Pg. 8.

Tiles
Act 2 contains **X** new double sided Tiles used in new Encounters. Just like Act 1, the Tiles have a unique number associated with them. The number associated with Tiles that come in Core Expansions continue where the previous set ended. (i.e. the first Tile in ***Middara: Unintentional Malum Act 2*** is **UM73**)

Sheets
Act 2 contains **X** Sheets that are used alongside Tiles in new Encounters. Sheets are a new type of Tile and are used to represent static locations. See ***Tiles vs Sheets***, Pg. 20.

Terrain Tokens
Act 2 contains **X** new Terrain Tokens that represent new Terrain Types found in Encounters. See ***New Terrain*** Pg. 37.

Combatant Tokens
Act 2 contains **X** new Combatant Tokens. Many new Combatants and Abilities use these tokens. See ***New Combatant Tokens,*** Pg. 41.

Effect Tokens
Act 2 contains **X** new Effect Tokens. Many new Combatants and Abilities use these tokens. See ***New Effect Tokens,*** Pg. 36.

Damage Tokens
Act 2 contains **X** new Damage tokens that scale at higher numbers to make it easier to keep track of damage on Combatants that might have a higher maximum HP.

Encounter Tokens
Act 2 contains **X** new Encounter tokens. These tokens are used in many of the new Encounters and a few are added via Abilities. See ***New Encounter/Tracker Tokens***, Pg. 38.

Tracker Tokens
Act 2 contains **X** Tracker tokens. Some are new, some are additional tokens provided to improve your Act 1 play experience. The new tokens are used in many of the new Encounters and a few are added via Abilities. See ***New Encounter/Tracker Tokens***, Pg. 38.

Cardboard Figure Standups
Act 2 contains **X** new Cardboard Figure Standees used to represent figures on the board. While many figures are represented by miniatures, many others only have cardboard standees. In addition, some Combatant Tokens use Cardboard Standees to signify that the token in question is treated like a figure for all rules.

Extra Large Cards
Act 2 contains **X** Extra Large Cards. There is a new card size introduced in Act 2, and in turn, a new Hidden Card size called Extra Large Cards. These cards are used to represent more complex AI, bosses, or any other Large Size card that needs the additional space. See ***New Card Size: Extra Large***, Pg. 16.

Hidden Card Decks
Act 2 contains **X** Hidden Card decks. Each deck contains many cards. There are many more cards hidden in Act 2. This is done for many reasons, the primary being that Middara is so huge we didn't want to overwhelm new players with cards they didn't need to be looking at to start playing. These cards follow all the rules found for Hidden Cards in the ***Middara: Unintentional Malum Act 1*** Rule book and should not be revealed until you are instructed to reveal them by the Adventure Book.

Replacement Cards
Act 2 contains **3** Replacement Cards. These are Disciplines from Act 1 that have been improved. All players should replace their existing copies from Act 1. See using ***Replacement Cards***, Pg. 8.

Compatibility Cards
Act 2 contains a Compatibility Card deck. This deck contains all the cards you need to play Act 2 if you own an older version of Middara. See using ***Compatibility Cards***, Pg. 8.

IMPORTANT: If you already own Middara v1.2 (i.e. your cards will have the version number printed on them.) you do not need this deck of cards and can dispose of them.

How to Use this Content

What is this Book Exactly?

The ***Middara: New Rules*** book contains all the new rules required to play ***Unintentional Malum: Act 2*** and ***Act 3***.

If your version of *Middara* is not up to date, don't fret! ***Unintentional Malum: Act 2*** contains everything you need to still have a great time!

Additionally, you can find our most recent version of the Rule Book and a full print and play of any and all updated cards on our website at ***www.Middara.com***.

Replacement Cards

There are two different Disciplines included in Act 2 that you already own from Act 1. **2x *Anticipated Attack***, and **1x *Blood Rage***. You should replace your existing copies of these two cards from ***Unintentional Malum: Act 1***. You may dispose of the old versions of these cards.

IMAGE OF REPLACEMENT CARDS

Compatibility Cards

If your ***Unintentional Malum: Act 1*** cards are marked with a version number (**i.e. V1.2**) you will ***not*** need any cards in this pack and can skip this step.

Otherwise, open the small pack of sealed cards marked "Replacement Cards!" and replace the following cards from your core game:

IMAGE OF CARD DECK COVER

ITEMIZED LIST OF REPLACEMENT CARDS

New Rules

This section contains all the new rules associated with content found within ***Unintentional Malum: Act 2*** and ***Act 3***.

Line of Sight (LOS)

The *Mysterious Cultist* does not block **LOS** to Totems. When he uses a Move Action he will always move towards a space adjacent to the farthest Totem on the board.

Line of Sight is now abbreviated on many cards as **LOS**. See ***Line of Sight*** on Pg. 43 in the ***Middara Rule Book*** for a refresher on Line of Sight.

Long Based Figure

Some figures and standees have bases that occupy two spaces at once. We call these Long Based Figures. With some notable exceptions, a Long Based Figure count as Large based figures and follows all the same rules associated with Large Based figures. See ***Large Base Figures*** on Pg. 71 in the ***Middara Rule Book*** for a refresher on Large Based figures.

(3d render aof the "Yaoguai" on the board- side shot, 3/4 angle.)

Example: The ***Yaoguai*** is a Combatant that takes up two spaces.

Notable Exceptions to Large Base Figure Rules

- When a Long Based Figure uses an Action or Ability that would move itself, it does so as if it occupied a single space. When choosing the space an Intelligent Combatant starts its movement from, choose the most optimal space within the context of its AI Step.
- When a Long Based Figure is moved by an Ability controlled by an opponent, it does so as if it occupied a single space. When choosing the space it occupied in this way, always choose the space targeted by the opponent's Attack, Spell, or Ability that caused the movement.
- A Long Based Figure that starts its movement from a space it occupies that is not adjacent to an opponent will not provoke a Break Attack. An Intelligent Combatant will never choose to start its movement from a space that would provoke a Break Attack unless it must to keep its AI Step true or optimal.
- A Long Based Figure may not willingly end any type of movement in a space that they cannot fit in due to *Obstructing* Terrain. If something would cause them to end their movement in a space they can not fit in due to *Obstructing* Terrain, end the current Action and all Abilities. Then, the Long Based Figure is placed on the closest legal space they've moved into this Move Action/Ability and Dealt **6 IRREDUCIBLE DMG**. If required, this could move them into the spaces they started from.

New Card Size: Extra Large

There is a new card size that is typically used for Combatants. These cards follow all the same rules associated with their corresponding card type. (**I.e.** Intelligent or Command Combatant Cards.)

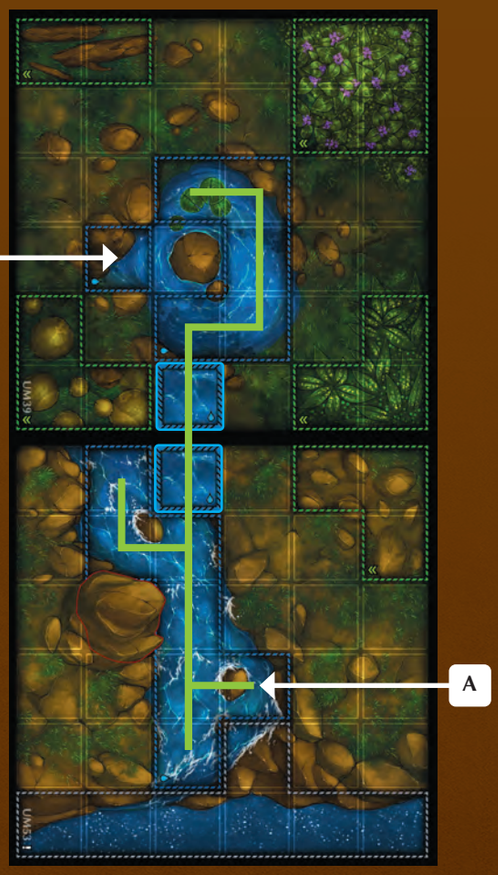
Bodies of Terrain or Tokens

Some abilities or rules will refer to a body of terrain or tokens. A body of terrain or tokens is defined as any contiguous group of spaces containing the same type of terrain or tokens. These spaces are only considered contiguous if they are connected in at least one orthogonal direction or if they are connected to a contiguous space that is connected with the same type of terrain or contains the same type of token.

> The first time Zafir begins his turn with Damage more than half his maximum **HP**, all other opponents within the same body of terrain as Zafir are dealt a **PURPLE** of **MAGIC DMG**.

Example: This hidden command version of ***Zafir*** has an ability that deals Damage to all figures in the same body of terrain as him.

Contiguous Spaces



A This green line represents a body of *Water* Terrain. This body of *Water* Terrain contains all spaces connected by a set of Contiguous Terrain of the same type.

B This space of *Water* Terrain is not connected in an orthogonal direction to any other spaces containing water, meaning it is not part of the same body of water as the spaces that contain the green line depicted in **A**.

Ability Templates

What Is An Ability Template?

New abilities might say that they place terrain, make attacks, cast spells, or otherwise target or effect figures within the range of an Ability Template.

> 3 **Bile Ball** ATK EXHAUST
> **FU**: Use the *Short Projectile Template*, Place *Bile* on each space within the template.

Example: The above Combatant Card instructs the players to use the *Short Projectile Template*.

When players are instructed to use an Ability Template, refer to the ***Template Diagrams*** Chart on Pg. 19 to determine what template to use and which figures and/or spaces that are targeted by the Ability.

Origin Markers Markers

Templates always have an Origin Marker. There are two types of Origin Markers, Origin Arrows (▶) and Origin Diamonds (◆).

ORIGIN ARROWS: When a figure is instructed to use a template with an Origin Arrow, place the template with the ▶ adjacent to, and pointing away from the base of the figure using the ability or the space the template originated from.

ORIGIN DIAMONDS: When a figure is instructed to use a template with an Origin Diamond, place the ◆ directly on the target determined by the ability in question.

Large Based Figures

A Large based Figure using an Ability Template with an Origin Arrow (▶) may place the Ability Template on any single adjacent space the figure occupies. So long as the instructed target is within Range of the Ability Template, and the ▶ is adjacent to, and pointing at the Large Based Figure using the Ability Template, players may choose how it is oriented and which space occupied by the Large Based Figure the Ability Template is oriented from.

A Large based Figure using an Origin Diamond (◆) Ability Template that targets itself, may place the ◆ on any single space the figure occupies.

When targeting a Large Based Figure with an Ability Template, that figure is affected by the Ability if at least one of the spaces it occupies is within Range of the Ability Template.

Intelligent Combatants

INTELLIGENT Combatants that use Ability Templates will always specify which figures they attempt to target using an Ability Template (i.e the closest opponent).

Ability Templates that use the Origin Diamond (◆) are placed directly on the target as directed by the Ability on the Intelligent Combatant Card.

Ability Templates that use an Origin Arrow (▶) are placed adjacent to and pointing at the Intelligent Combatant using the Ability. So long as the instructed target is within Range of the Ability Template, and the ▶ is adjacent to and pointing at the figure using the Ability Template, players may choose how it is oriented.

FU Abilities, and Spells that place Ability Templates may still be used and are placed on the space the target occupied even if the target is Defeated.

Within the Range of a Template

Ability Templates might target spaces and/or figures within those spaces. Any Ability that instructs a figure to use an Ability Template to Attack, cast a Spell, or otherwise target figures or spaces does not require **SOI** or Line of Sight and ignores the Range of any equipped weapons or modifiers to to Range or **SOI** that the figure using the Ability might have.

A space is considered to be within an Ability Template or within range of an Ability that uses an Ability Template if when placed, the template covers the space and at least one of those spaces is contiguously connected to the figure using the template as if the template itself and the space the figure using it occupies was a body of terrain as defined on Pg. 17.

A figure who occupies one or more of these spaces is considered to be within this template and within Range of an Ability that uses this template.

This means that an Ability Template can target figures behind Obstructing Terrain, around corners, and through other figures, so long as there is a contiguous set of spaces between the space the target occupies and the space the figure who is using the Ability Template occupies.

Targeting Example

Make a ATK at Reach **2**. **FU**: Use the *Short Wave Template* on the target. Place *Water* on each space within the template. All opponents within this template are **PUSHED 3**, **FORCE 15**. CONTINUE DOWN

In this example, the Hallowed Water Loa has made an Attack against Nightingale at **REACH 2** and succeeded in hitting her. During the Hallowed Water Loa's ***Follow Up Step*** of the Attack, she uses the *Short Wave Template* on Nightingale.

The Hallowed Water Loa places water on each space within the template. Even though Remi is not within Line of Sight of the Hallowed Water Loa, she is still affected by the Ability Template since there is a set of unobstructed and contiguous spaces between Remi and the Hallowed Water Loa.

Remember, when counting for contiguous spaces, only use spaces that are also within the Ability Template being used!

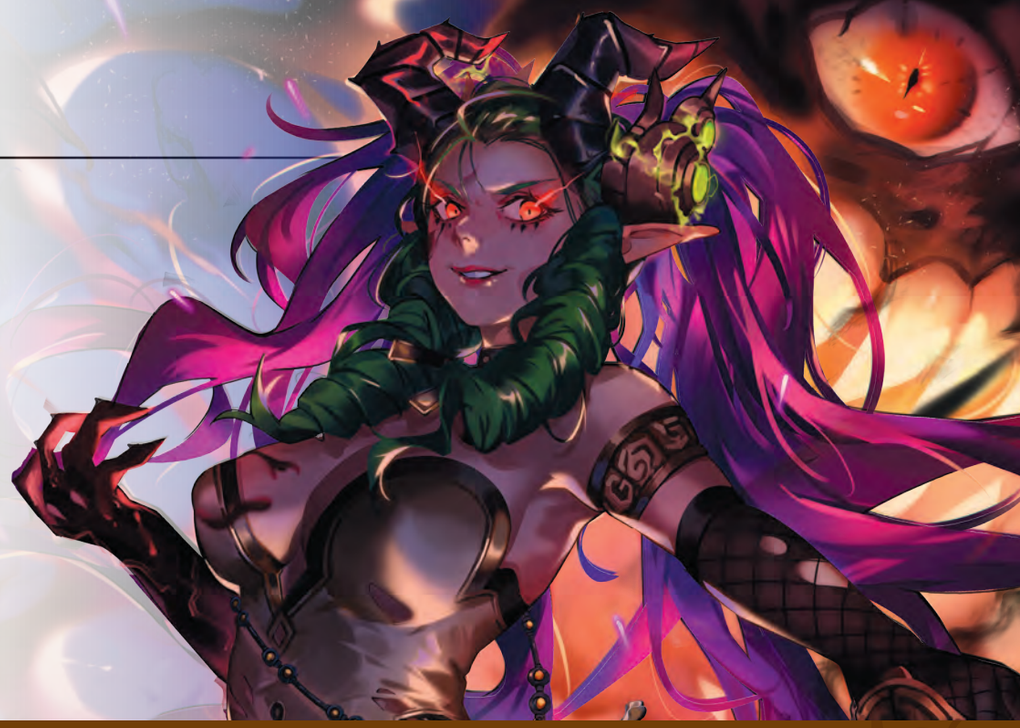
Finally, after making Conviction Checks, if either Nightingale or Remi failed this check, they'd be pushed in the direction of the Origin Arrow (▶).

Ability Templates Continued

Templates that Push or Pull

When an ability Template Pushes or Pulls a figure, always Push or Pull the figure directly towards or away from the Origin Arrow ( ) printed on the Ability Template.

If the Ability Template uses an Origin Diamond ( ) the figure is pushed or pulled direction towards or away from the center of the template, meaning the direction they are moved will vary depending on which arm of the template they are on.



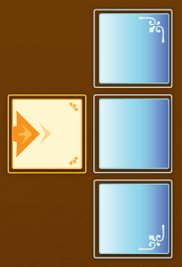
Template Diagrams

Short Projectile:

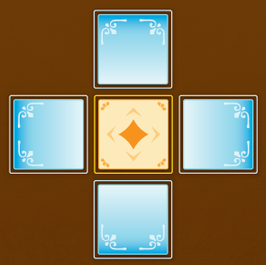
Medium Projectile:

Long Projectile:

Small Wave:

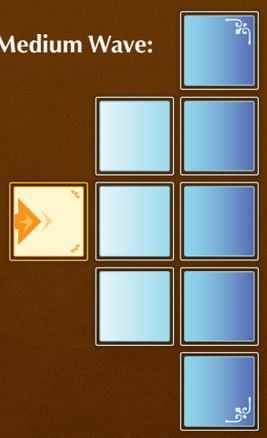


Small Cross:



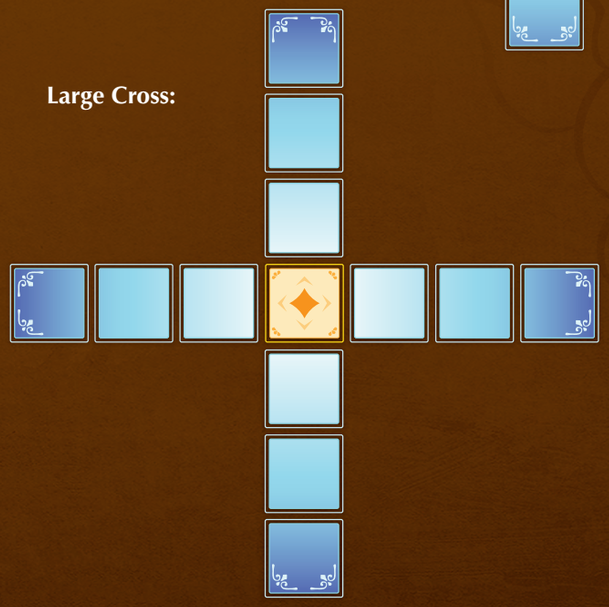
Medium Cross:

Medium Wave:



Large Wave:

Large Cross:



Navigate

Some Encounters take players to new locations without the need or intent to go through the steps of setting up a new Encounter. When this occurs, an Encounter Rule will instruct Adventurers to **NAVIGATE** to a new location.

When any adventurer in the party is instructed to **NAVIGATE** to a new location, end the current turn. Then, remove all figures, tokens, and tiles from the play area.

Following the listed instructions in the Encounter, you will be instructed to place new tiles, tokens, and figures using a revealed Diagram. After setting up all the new components, place Adventurers in the marked Start Location on this revealed Diagram in the position and order of your choosing.

Finally, rebuild the Initiative Track, removing any figures no longer on the board, and adding any new ones now present according to the Diagram. Then, shuffle the Initiative Track and take the first turn of the Round.

Other Rules Associated with Navigate:

- Any Defeated Adventurers remain Defeated.
- All tokens types on Adventurer Cards or cards they control are not removed.
- Per Encounter Abilities are not refreshed. (As this is not considered a new Encounter.)
- Any Ability referencing the first round of an Encounter is not used when you Navigate. (As this is not considered a new Encounter.)
- When you clean up the board to Navigate, all rules associated with, requiring, or otherwise referencing a moment when a figure, token, or card would be removed or Discarded does not apply when removing figures, tokens, or any other game component in this way.
- When you clean up components to Navigate, all figures removed in this way do not count as being Defeated.
- After setting up the new board via the revealed Diagram, and after placing Adventurers, all other Allied Combatants (i.e. Espers) may be spawned adjacent to any Adventurer.

Navigate Example

WIP

Tiles vs Sheets

Middara Act 2 and 3 contain sheets. For all intents and purposes, a Sheet is intended to be a very large Tile. Sheets allow us to provide larger encounters for fixed locations and are primarily used to represent encounters that are not intended to be randomized when playing.

Setup Diagrams, and Encounter Diagrams might instruct players to attach Tiles to Sheets or Sheets to Tiles. In either case, a Sheet works the same way as a Tile and is subject to all the same rules associated with Tiles.

TILE VS SHEET EXAMPLE IMAGES

COOL ART

Tile Zones

Some tiles are meant to be placed in one or more configurations and represent a single structure or area, we call these groups of tiles zones. When a Tile is meant to be used in a specific configuration in this way, the name of the zone will be printed beside the tile number. A rule that references the name of a zone is refering to all tiles with the name of that zone printed on them. Rules refering to this name apply to every space on Tiles that make up that zone.

ART EXAMPLE

Example: *The Gong Fu* (**UM76** & **UM78**).

Sheet Names and Zones

Sheets may also be considered zones. In these cases they will have the name of their zone printed beside their tile number. Rules refering to the name of a zone printed on a sheet apply to every space on that sheet.

ART EXAMPLE

Example: *The Oppressor* (**UMS1**).

Broadsiding

Encounters may instruct you to set up a sheet, tile, or a zone made up of a set of tiles that are **Broadsiding**. A broadsiding game board represents a sheet, tile, or zone that is too far away from another sheet, tile, or zone for figures to interact with them normally.

Diagrams and Encounters that depict **Broadsiding** game boards will also show a graphic arrow to easily show you which game boards are **Broadsiding**.

Rule Pic: *The Gong Fu* (**UM76** & **UM78**) begins this Encounter **Broadsiding** *The Oppressor* (**UMS1**).

ART EXAMPLE

Example: *The Oppressor* might be **Broadsiding** the *The Gong Fu*. Both of these ships are close enough to interact in ways specifically instructed by the Encounter, but otherwise, figures on each of these boards cannot interact with each other.

When a sheet, tile, or zone is **Broadsiding** another set of game board pieces, those sheets, tiles, or zones are also **Broadsiding** it.

ART EXAMPLE

Example: If The Oppressor is Broadsiding The Ying Long, then both ships are considered to be Broadsiding each other!

If a third game board piece is placed that **Broadsides** another Sheet, tile, or zone that is already **Broadsiding** a game board, then all game boards are considered to be **Broadsiding** each other.

ART EXAMPLE

Example: If The Gong Fu joined the fray, then all three ships would be considered Broadsiding each other!

When setting up an Encounter, or placing a Diagram that calls for a **Broadsiding** tile, sheet, or zone, place the components on the table in relation to each other using the depicted broadsiding arrows and so that their edges do not make contact with any other game board.

TIP: Broadsiding in Action!

Figures can't normally interact with figures on other **Broadsiding** tiles, however, nearly all Encounters will list one or more Special Rules that give figures a specific way to interact with **Broadsiding**. Mounted Weapons and and the ability "**Close In**" are two common examples.

Combatants and Broadsiding

- Figures that occupy a **Broadsiding** sheet, tile, or zone (**i.e.** *The Oppressor*) cannot use abilities, target, or otherwise interact with figures or spaces on other game boards that are at **Broadsiding** distance unless an Encounter Rule says otherwise. While making a Move Action, if an Adventurer has **FLIGHT**, they may travel between one **Broadsiding** game board and another by spending **8** movement points during that Move Action. If they do, **WARP** them to any unoccupied ***non-Dangerous*** Terrain space closest to the outside edge of another **Broadsiding** game board. Then, they may continue their Move Action (and turn) normally.
- Intelligent Combatants on **Broadsiding** zones that contain no opponents will not go through their AI Steps normally. Instead, the Encounter's Special Rules will dictate what they do on their turn.

Closing In

ART EXAMPLE

When a **Broadsiding** sheet, tile, or zone is intended to connect to another **Broadsiding** game board, the Special Encounter Rules will specifically allow for it by describing how you can "**Close In**". When a figure in a sheet, tile, or zone would "**Close In**" on another sheet, tile, or zone, connect the two game boards by sliding them together using the depicted "**Broadsiding**" graphical arrows in the corresponding Encounter Setup or Diagram.

Once a **Broadsiding** sheet, tile, or zone is connected in this way, neither game board is considered to be **Broadsiding** each other, but may still be **Broadsiding** other unconnected gameboards. A third gameboard that is **Broadsiding** one or more other game boards connected after using "**Close In**" is considered to be **Broadsiding** all connected game board zones.

COOL ART

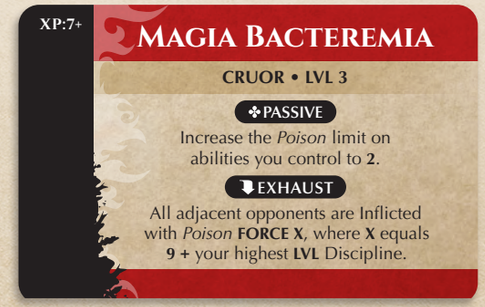
Increasing the Limits of Tokens

Some Abilities increase the Limit of existing Effect tokens.

When an Ability increases the Limit of Effect token's a figure may have, they may Gain additional Effect tokens up to the new Limit listed. This also means that any Abilities associated with those Effect tokens will now occur more than once.

Example: If a figure had an Item that increased their *Barrier* Limit to **2**, they could now have up to two different instances of *Barrier* applied to them. Meaning, if they Gained *Barrier* two times, they would have **+2** Armor instead of **+1**.

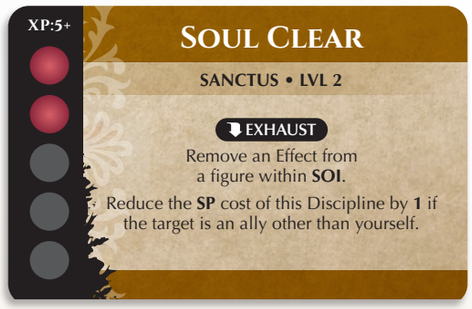
Figures may also Gain Abilities that increase the Limit of Effects they can inflict onto others. In these cases, targets may have additional Effect tokens up to the Limit listed even when they themselves do not have a way to increase this Limit.


XP:7+
Magia Bacteremia
Cruor • LVL 3
Passive
Increase the Poison limit on abilities you control to 2.
Exhaust
All adjacent opponents are Inflicted with Poison FORCE X, where X equals 9 + your highest LVL Discipline.

Example: If an Adventurer were to use the Discipline Magia Bacteremia to increase their *Poison* Limit to **2**, they could now inflict *Poison* on other targets up to **2** times instead of **1**.

When resolving more than one instance of an Effect that isn't Passive, you resolve each instance one at a time. In the above Example, an Adventurer would deal the damage caused by *Poison* as two separate individual rolls that deal Damage.

Multiple instances of a single effect on a target are treated as separate effects. When removing an Effect token with an Ability, treat each Effect token as an individual instance of the Effect.


XP:5+
Soul Clear
Sanctus • LVL 2
Exhaust
Remove an Effect from a figure within SOI.
Reduce the SP cost of this Discipline by 1 if the target is an ally other than yourself.

Example: An Ability that said "Remove an Effect from a figure within **SOI**" would remove a single Effect regardless of how many copies of that Effect is applied to the target.

Keystone Disciplines

What are Keystone Disciplines?

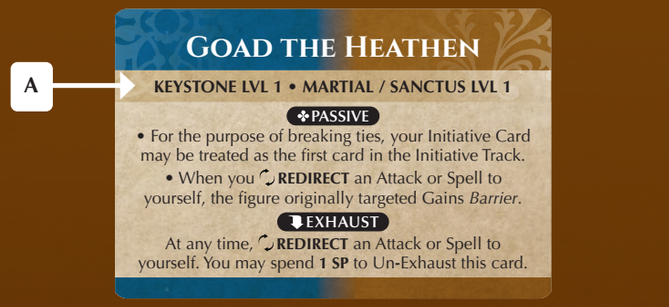
Keystone Disciplines are a new type of advanced Discipline Adventurers can learn. Keystone Disciplines represent abilities that an Adventurer can learn while dabbling in two different Discipline Trees.

These new Disciplines are capable of expanding what an Adventurer can accomplish by utilizing strong niche areas in our game that are either under-served, such as Conduits, or missing entirely, such as a way for an adventurer to taunt and force his opponents to attack him instead of his allies.

Each Keystone Discipline counts as two Discipline Trees and will depict this by merging both background colors and motifs of the two different Discipline Trees the Discipline represents.

In addition, each Keystone Discipline counts as two Disciplines, with each Keystone Discipline listing the two Discipline types and **LVL's** on the front and back of their cards.

Keystone Discipline


A
Goad the Heathen
KEYSTONE LVL 1 • MARTIAL / SANCTUS LVL 1
PASSIVE
• For the purpose of breaking ties, your Initiative Card may be treated as the first card in the Initiative Track.
• When you REDIRECT an Attack or Spell to yourself, the figure originally targeted Gains Barrier.
EXHAUST
At any time, REDIRECT an Attack or Spell to yourself. You may spend 1 SP to Un-Exhaust this card.

Goad the Heathen is a Keystone Discipline that is both a **LVL 1** Martial Discipline and a **LVL 1** Sanctus Discipline. The section marked A on each Keystone Discipline should be referenced when you want to know the **LVL** of the Keystone Discipline, which Discipline Tree's a Keystone Discipline counts as, and the **LVL** of each of those Disciplines.

The back of a Keystone Disciplines lists the base **XP** cost of the Keystone Discipline (A).

The Keystone Discipline's **LVL** is listed on both sides (C) and is referenced in the steps taken when learning Keystone Disciplines.

How to Learn Keystone Disciplines

Keystone Disciplines may be purchased during any moment an Adventurer would normally be allowed to spend **XP** to learn Disciplines. However, Keystone Disciplines have an additional prerequisite that an Adventurer must meet before they can learn them.

To purchase a Keystone Discipline, go through the following steps:

1. Check Prerequisites: To learn a Keystone Discipline, an Adventurer **must** already have learned a Discipline in each of the Discipline Tree's depicted on the Keystone Discipline in which they want to purchase. These Disciplines must also be at the same **LVL** listed on the front of the Keystone Discipline.

Example: To learn ***Goad the Heathen***, an Adventurer must already have learned another **LVL 1 Martial** and another **LVL 1 Sanctus** Discipline.

2. Determine Refunds: When purchasing a Keystone Discipline, Adventurer's may trade in Disciplines they already have to Gain the cost of those Discipline's back in **XP** to help pay for the purchase of the chosen Keystone Discipline they would like to learn. If an Adventurer does not want to refund any of the Disciplines they currently have, skip this step.

To refund a Discipline, an Adventurer chooses a Discipline that is both equal to the **LVL** of the Keystone Discipline they are trying to learn and from one of the two Discipline Tree's depicted as a requirement on that Keystone Discipline.

Then, determine the **XP** cost of the Discipline an Adventurer wants to refund, determining the **XP** cost as if it was the last Discipline (**i.e.** the most recent one) you purchased using the normal rules associated with learning Disciplines. Return that Discipline to its corresponding Discipline pile and Gain **XP** equal to this cost.

When purchasing a Keystone Discipline, an Adventurer may refund up to two Disciplines. When refunding more than one discipline this way, calculate each refunded Discipline's **XP** amount one at a time.

IMPORTANT: An Adventurer may **not** refund a Discipline if knowing that Discipline is required as a prerequisite for them to know any other Disciplines they currently have. However, an Adventurer may refund Discipline that would otherwise be a requirement for the Keystone Discipline they are trying to learn during these steps.

3. Calculate the Cost: If an Adventurer has met the prerequisites to purchase a Keystone Discipline, they must now determine how much **XP** it costs to purchase the Keystone Discipline.

To determine the **XP** cost of a Keystone Discipline, take the total amount of Disciplines the Adventurer already has that are of the same **LVL** as the Keystone Discipline they are trying to purchase (ensuring that any other Keystone Disciplines with matching Discipline Tree's and **LVL's** are counted as well), and multiply it by **2**. Then, add that total to the listed **XP** cost found on the back of the Keystone Discipline the Adventurer is trying to purchase.

4. Learn the Keystone Discipline: Finally, pay the total **XP** cost to learn the Keystone Discipline.

Learning Keystone Discipline Examples

EXAMPLE 1

GOAD THE HEATHEN
KEYSTONE LVL 1 • MARTIAL / SANCTUS LVL 1
A
PASSIVE
• For the purpose of breaking ties, your Initiative Card may be treated as the first card in the Initiative Track.
• When you REDIRECT an Attack or Spell to yourself, the figure originally targeted Gains Barrier.
EXHAUST
At any time, REDIRECT an Attack or Spell to yourself. You may spend 1 SP to Un-Exhaust this card.
312 / 483 V1.0 UM2 -
XP COST: 6+
B

In this example Nightingale wants to learn the Keystone Discipline, Goad the Heathen. The first thing she does is check to make sure that she has already learned the prerequisite Discipline's to learn it. Goad the Heathen both requires and counts as a Martial **LVL 1** and a Sanctus **LVL 1** Discipline (A).

XP:3+
MAGIC ARMOR
SANCTUS • LVL 1
XP:3+
LIVING BULWARK
MARTIAL • LVL 1
PER ENCOUNTER
At any time, Gain RESISTANCE: PHYSICAL DMG until the end of your next turn.
In addition, you may COUNTER for free until the end of your next turn.
XP:5+
MAGE BREAKER
MARTIAL • LVL 2
EXHAUST
When determining Damage, roll the opponent's Casting die and add the number rolled as PHYSICAL DMG to this Attack.
"Your hubris will be your undoing."

Nightingale currently knows three Disciplines. ***Magic Armor***, ***Living Bulwark***, and ***Mage Breaker***.

Since ***Magic Armor*** is a **LVL 1** Sanctus Discipline and ***Living Bulwark*** is a **LVL 1** Martial Discipline, Nightingale meets the prerequisites to learn ***Goad the Heathen***.

Next, Nightingale determines if she wants to refund any of her Disciplines to learn ***Goad the Heathen***. She doesn't want to, so she skips this step.

Now, Nightingale must calculate the cost of ***Goad the Heathen***. To calculate the cost of ***Goad the heathen***, Nightingale counts the total number of Discipline's she already has that are the same **LVL** as the keystone Discipline she is trying to learn. Then, she will multiply that total by **2**.

In this case, Nightingale has two total disciplines that are **LVL 1**, ***Magic Armor*** and ***Living Bulwark***. Her third Discipline, ***Mage Breaker*** is **LVL 2**, so it does not add any cost when learning ***Goad the Heathen***.

Since she has a total of **2** Disciplines that match the same LVL as ***Goad the Heathen***, she would add **4** to the base **XP** cost printed on ***Goad the Heathen*** (B).

This means the total **XP** cost Nightingale must spend to learn ***Goad the Heathen*** is **10**. Nightingale would now spend **10 XP** and Gain her new Keystone Discipline!

EXAMPLE 2

Placeholder

EXAMPLE 2 WIP

TIP WIP

PRO TIP

If you are calculating the Costs of Keystone Disciplines correctly, you will always be able to trade in two normal Disciplines to reduce the XP Cost of a Keystone Discipline to 0!

Discipline LVL Bonus

As players scale into higher tiers of Loot, they might find new Cores with the Icon printed on them.

Items with this Icon add the printed value as a bonus to any Ability you control that references your highest "***highest level Discipline***".

Meaning, cards with this Icon will improve many Abilities printed on cards you might already have equipped.

Shroud of Six Acts
250
Ability Core
+5
+1
Exhaust
Counter.
Status
Target an opponent within SOI with a Positive Effect. The target removes a Positive Effect, FORCE 14. Then, if they removed a Positive Effect this way, Gain the same Positive Effect.
"Let us steal the good in all things and shed the evil that remains."

Example: The Epic Core *Shroud of Six Acts* provides the player a **+1** Bonus to all abilities that reference your "*highest level Discipline*".

XP:3+
Life Tithe
Cruor • LVL 1
Exhaust
An opponent within your SOI is dealt MAGIC DMG equal to your highest LVL CRUOR Discipline.
"I am part of that power which eternally wills evil and eternally works good."

Example: *Life Tithe* Uses your Highest LVL Cruor Discipline. If you have the Core equipped from the Above example, you would add the value shown to the Highest LVL Cruor discipline you control to determine the damage of the ability. In this Case if you only have *Life Tithe* and *Shroud of Six Acts* you would be doing **2 Magic DMG.**

Stealth Encounters

What Is A Stealth Encounter?

Encounters that have the symbol are considered **Stealth Encounters**. These dangerous Encounters contain Diagrams with **Patrol Paths** and contain Intelligent Combatants that use the *Patrol / Alerted Combatant* tokens. See ***Patrol / Alerted Combatant*** *on* Pg. 28.

These Encounters represent moments in our story where Adventurers are sneaking around, infiltrating, and generally trying their best to stay quiet while achieving an objective.

During these Encounters, players will be able to choose how and when they approach the situation. They will also get huge bonuses by taking opponents by surprise, carefully planning turns, and systemically clearing out areas as a team. But be careful! If you choose the wrong time to go loud, or get spotted out of position, it might be you who is getting ambushed.

/ Patrol Path

During a Stealth Encounter, Encounter Diagrams will have a Red and Blue **Patrol Path**. This is the path that any Intelligent Combatants with the *Patrol / Alerted Combatant* token will follow. The direction of the arrows on the **Patrol Path** indicate the direction these Combatants move while on the **Patrol Path**.

Patrol Paths only affect Intelligent Combatants with the *Patrol / Alerted Combatant Token*.

MAKING NOISE

Sneaking around means staying quiet! During Stealth Encounters, Actions and Abilities both make Noise. Of course, that may not matter if those on Patrol are far enough away, or if you end up killing your target in a single strike.

If an Adventurer makes Noise while they are within an opponent's **SOI**, that opponent will become Alerted.

While they are within an opponent's **SOI**, before an Adventurer makes any Action or uses a **non-Standard Stealth Ability**, they may spend **1** additional **SP** to take extra precautions and do it quietly.

If they don't spend this additional **SP**, they must roll the **BLACK** . If the result is a , they make Noise!

Patrol / Alerted Combatant Token

PATROL / ALERTED COMBATANT TOKEN:
During Stealth Encounters there are Intelligent Combatants who are on **PATROL**, looking for Ne'er-do-wells, thiefs, or enemies who might be infiltrating their areas. These Intelligent Combatants are not actively engaged in combat with the Adventurers and will never be unless they spot the Adventurers.

This also means that Adventurers can leverage these moments to Defeat unaware opponents, or meet an Encounter's Win Conditions without having to engage these opponents.

The *Patrol / Alerted Combatant* token has two sides, **Patrol** and **Alerted**. Depending on which side this token is on, the figure will either have the *Patrol Special Effect* or the *Alerted Special Effect*.

An Intelligent Combatant with the *Patrol / Alerted Combatant* token doesn't follow their normal AI Steps when taking their turn. Instead, they perform a set of specific AI Steps depending on which side the *Patrol / Alerted Combatant* token is on.

PATROL SPECIAL EFFECT

PASSIVE

While a figure has the *Patrol Special Effect*, instead of using their normal AI Steps, they will use the following AI Steps on their turn.

Is this figure on a Patrol Path?:
MOVE following the **Patrol Path** shown in the Encounter Setup Diagram.

Is this figure not on a Patrol Path?:
MOVE towards the nearest space containing a **Patrol Path**. If the **Patrol Path** is reached and this figure has leftover Movement Points, this figure will continue moving following the **Patrol Path**. If there is no **Patrol Path** printed in the Diagram, or if there is no **Patrol Path** the figure could ever get too regardless of its total Movement Points due to being blocked or separated from its access to a **Patrol Path**, this figure will become **ALERTED**.

An Intelligent Combatant with the *PATROL SPECIAL EFFECT* will stay on Patrol until something "Alerts them". When **ALERTED**, a figure loses the *Patrol Special Effect* and flips the token to the **ALERTED** side to Gain the *Alerted Special Effect*.

An Intelligent Combatant is **ALERTED** when any of the following occurs:

- If they end their turn and an Adventurer is within their Line of Sight.
- If they are the target of an Attack, a Spell, or a Spell-like ability.
- If they take Damage of any type.
- An Adventurer makes noise while within their SOI and rolls the result.
- Another figure within their Line of Sight has or Gains the *Alerted* Effect.

ALERTED SPECIAL EFFECT

When an Intelligent Combatant is thematically confused, worried, or concerned about the safety of their Patrol, they become **Alerted**. Being **Alerted** represents an Intelligent Combatant who is in a paranoid state. They might have heard a yell in the dark, seen movement in the shadows, or have otherwise experienced an unusual event. They still have not confirmed that there are intruders afoot!

When an Intelligent Combatant becomes **Alerted**, flip the *Patrol / Alerted Combatant* token to the **Alerted** side.

While an Intelligent Combatant is **Alerted** they will use the same AI Steps listed on the *Patrol Special Effect*. However, they now use the red **Patrol Path** shown in the Encounter's Setup Diagram instead of the blue **Patrol Path**.

The red **Patrol Path** represents a wider search area, one that they normally wouldn't have reached. These Intelligent Combatants are now actively searching for the players!

An Intelligent Combatant who is **Alerted** will stay **Alerted** until they can prove something is amiss, a Special Encounter Rule returns them to their previous **Patrol** state, or the *Patrol / Alerted Combatant* token is removed from their Activation Number.

REMOVING THE PATROL / ALERTED TOKEN

If an Intelligent Combatant who is on **Patrol** or **Alerted** is able to prove that there is treachery about, the *Patrol / Alerted Combatant* will be removed. When this token is removed, the Intelligent Combatant will use the normal AI Steps printed on their Intelligent Combatant card.

An Intelligent Combatant removes the *Patrol / Alerted Combatant* token when any of the following occurs:

- An Adventurer ends **their turn** while within this Intelligent Combatant's Line of Sight.
- Another Intelligent Combatant is Defeated within this Intelligent Combatant's Line of Sight.
- Another ally within this Intelligent Combatant's Line of Sight removes the *Patrol / Alerted Combatant* token.
- Anything that would Alert a figure who is already **Alerted**.
- Seeing a Corpse. See ***Leaving Corpses,*** page 31

When an Intelligent Combatant removes the *Patrol / Alerted* token, move their Initiative card to be immediately following the Initiative card of the Adventurer that caused them to lose the *Patrol / Alerted* token.

If more than one Intelligent Combatant removes this token at the same time, resolve the movement of these Initiative Cards in reverse Initiative order–starting from the back of the Initiative track and moving forward.

Then, when this Initiative Card's turn is considered, any Combatants who removed the *Patrol / Alerted* token will take turns even if they have already taken a turn this round. Other Intelligent Combatants associated with this Initiative Card will take turns as normal. Meaning, Intelligent Combatants who still have a *Patrol / Alerted* token and have already taken a turn this round will not take another. Additionally, any Combatants in the same Group who are on **Patrol** will stay on **Patrol**.

Normally, an Intelligent Combatant that loses the *Patrol / Alerted* Combatant token during an Encounter will never regain it. Once they know someone has infiltrated their area, they will try their best to stop it!

STANDARD STEALTH ABILITIES

When playing a ***Stealth Encounter***, Adventurers have additional Standard Abilities they may use during their turn. These new Standard Abilities only affect Intelligent Combatants with the *Patrol / Alerted Combatant* token. An Adventurer who uses one of these new Abilities must end the current Action and all Abilities.

DISTRACT

Sometimes you need to lure a guard out of a patrol, or maybe you need to put them in a vulnerable position so another ally can dispose of them. Either way, the **DISTRACT** Ability can help you!

During ***Stealth Encounters***, Adventurers may purposely make noise to force Intelligent Combatants on Patrol to move to a desired space. Thematically, they might be throwing a stone, kicking a can, or perhaps knocking on a wall.

To use **DISTRACT**, Spend **1 SP** and choose a space within Range **6**. Make an **Agility 10 Check** adding **X** to its difficulty where **X** is the Range of the chosen space from your figure.

If you succeed, place the *Distract* token on the chosen space.

If you fail, reduce the Range to the space you selected by **X**, where **X** equals the difference by which you failed the Skill Check by. When reducing this Range, count back and up to the space your figure occupies. Then place the distract token on the space.

Alternatively, Adventurers may use **DISTRACT** without making a Skill Check if they choose the space they occupy.

At the end of your turn, all opponents on **Patrol** who haven't taken a turn this round and are also within **SOI** of a *Distract* token **MOVE** towards the nearest *Distract* token. Then, remove all Distract tokens from the board.

SUBDUE

During a ***Stealth Encounter***, a non-lethal way to take down an opponent might come in handy. Depending on the story and who you're up against, you might not want to kill everybody. Or, you may want a way to get past an opponent on **Patrol** without **Alerting** his friends. The **SUBDUE** Standard Ability allows Adventurers to thematically incapacitate a foe, move them, and keep them disoriented and pinned for a fixed duration.

To use **SUBDUE**, at any time spend **1 SP** and choose an adjacent opponent with the *Patrol / Alerted Combatant* token and make a **Strength 12 Check** or a **Lore 12 Check**.

If you fail this Skill Check, the target overpowers you and cries out. Discard their *Patrol / Alerted Combatant* token and Deal yourself a **PURPLE** of **IRREDUCIBLE DMG**.

If you succeed this Skill Check, the Adventurer who made the Skill Check may immediately move up to **X** spaces, where **X** equals the difference by which they succeeded this Skill Check. After making this movement, they may **WARP** the target of **SUBDUE** to a space they moved out of using this Skill Check.

Then, the target Combatant is Inflicted with the *Subdued Special Effect*.

When a *Subdued* opponent would remove the *Subdued Special Effect*, any adjacent Adventurer may spend **1 SP** to prevent them from removing the *Subdued* Effect. This will keep the opponent inflicted with *Subdued* for another round.

While inflicted with *Subdued*, this figure is thematically assumed to be knocked out, disoriented, or otherwise incapacitated. An Adventurer may move or even kill a Subdued opponent. See ***Dragging and Execution***, Pg. 35.

SUBDUED SPECIAL EFFECT

PASSIVE

End the Intelligent Combatant's Action or Ability. This figure may not make Actions or use Abilities other than Passive and Status Abilities. They cannot be **Alerted** or discard the *Patrol / Alerted Combatant* token. They can still be affected by **Push**, **Pull**, and **Command**.

This Intelligent Combatant does not block Line of Sight and can be moved through as though they were *Hindering* Terrain. This negative to movement does not stack with *Hindering* Terrain. Adventurers may not end their turn on their space.

When making an Attack, Casting a Spell, or using Spell-Like Abilities against a target inflicted with *Subdued*, Gain **+10 to the ATK** roll or **+10 to the Force of the Spell**.

✗DISCARD this token at the end of this Combatant's next turn. Then, they Gain **IMMUNITY**: *Subdued* until the end of the Encounter.

IMPORTANT: *Subdued* does **not** affect Actions or Abilities granted to a figure by Special Encounter Rules.

SCRAMBLE

While sneaking around, you might find yourself coming face to face with a Combatant on **Patrol**. In these situations, you'll want to hide as quickly as possible to avoid **Alerting** them.

Whenever an Intelligent Combatant on **Patrol** would end their turn and an Adventurer is within their Line of Sight, that Adventurer may use the Standard Ability **SCRAMBLE**.

To use **SCRAMBLE**, spend **1 SP** and make an **Agility 12 Check**. Then, that Adventurer may move up to **X** spaces, where **X** equals the difference by which they succeeded this Skill Check. After making this movement, if this Adventurer is no longer within Line of Sight of the Intelligent Combatant, that Combatant will not become **Alerted**.

However, any other Intelligent Combatants on **Patrol** who are now within Line of Sight will become **Alerted**.

An Adventurer may only use **SCRAMBLE** once per round.

DEFEATING OPPONENTS DURING STEALTH ENCOUNTERS

During a ***Stealth Encounter*** players have many more tools to dispose of opponents. An opponent who is defeated during a ***Stealth Encounter*** is removed from the board as normal. If they are Defeated without **Alerting** others, all the better.

Opponents on **Patrol** who are Defeated will still return their *Patrol / Alerted Combatant* token to the game box as if it was any other token. Meaning, this doesn't count as "removing the token" for the purposes listed in the *Patrol / Alerted Combatant* token rules. Instead, these Combatants make no noise when they die and will not affect the Initiative Card they are associated with in any special way.

LEAVING CORPSES

Intelligent Combatants on **Patrol** leave Corpses behind when they are Defeated. These *Corpse* tokens can be found by other Combatants on **Patrol**!

When an Intelligent Combatant on **Patrol** is Defeated, place a *Corpse* token in the space the figure occupied when it was Defeated. The space this token occupies doesn't block Line of Sight and can be moved into but costs an Adventurer an additional **1** **MOVEMENT** to move out of. This modifier can stack with other modifiers to movement (such as *Hindering* Terrain).

At the end of the Round, after taking the last turn on the Initiative Track, before ending the turn, all Intelligent Combatants on **Patrol** who have Line of Sight to a *Corpse* token will Discard their *Patrol / Alerted Combatant* token.

DRAGGING & EXECUTION

When making the Move Action, an Advenutrer may **CARRY** up to **1** Corpse or Subdued Combatant. See **CARRY**, Pg. 35. While on or adjacent to a space that contains a Subdued Combatant, an Advenutrer may make an Encounter Action to execute that opponent. If they do, they must make a **Strength 12** Skill Check. If they pass the opponent is Defeated. If they fail, the opponent removes the *Subdue* token.

Combatant Loot Deck Setup

LVL: MUNDANE

4	5	6	7	8	9	ITEM	MONSTER	UNIQUE
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: COMMON

5	6	7	8	9	10	ITEM	MONSTER	UNIQUE
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: UNCOMMON

6	7	8	9	10	12	ITEM	MONSTER	UNIQUE
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: RARE

7	8	9	10	12	14	ITEM	MONSTER	UNIQUE
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

Combatant Loot Deck Setup

LVL: EPIC

8	9	10	12	14	16	ITEM	MONSTER	UNIQUE
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: LEGENDARY

9	10	12	14	16	18	ITEM	MONSTER	UNIQUE
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

LVL: MYTHIC

10	12	14	16	18	20	ITEM	MONSTER	UNIQUE
x 3	x 4	x 5	x 5	x 5	x 5	x 1	x 1	x 1

ARTWORK

Frequently Asked Questions

- **If my Card has Double and a Per Encounter Ability on both sides, can I use each Per Encounter once?**

  No. An Ability with the PER ENCOUNTER Condition Tag is considered to be the same Ability on each side of a DOUBLE card. meaning, if you have Used the ability on one side, it is considered used on the other.

- **There are new Monster Loot cards for lower tier (i.e. Mundane, Common, Uncommon, and Rare) Combatants in the Hidden Card decks. Can I use these without revealing them.**

  You probably shouldn't. All Hidden Cards in an ADventure are intended to stay Hidden until revealed. In this case, there are higher level Variations of some Combatant Cards. These new cards are meant to provide new options and earnable equipment for players as they progress into the higher tiers. However, with all that said, you can reveal them and use them in the Crawl Mode or on a new play through of Middara with minimal affect on the balance of your game.

- **Does Damage caused by Movement Abilities that do Damage (i.e. Leap, Relentless, Crush, etc) Stack?**

  No. A figure causing Damage using one of these abilities must choose which one they are using and in turn, the one that will do Damage. However, Damage and effects caused by other sources (like being pushed into a wall or into Dangerous Terrain) will still cause additional Damage or even Defeat you.

- **Can I use Command to move a figure into another figure or wall (like I coudl with Push or Pull) to deal them Damage?**

  Yup. You can even bounce them off another figure or wall multiple times for damage.

- **Can I use Redirect to target the same figure that is already being targeted?**

  No. To use Redirect you must target a figure that is not already being targeted.

- **Do Spell-like Abilities count as Spells?**

  No. Abilities that specifically reference a "Spell" or "Attack" are not referencing "Spell-like" Abilities. However, many Spell-like Abilities can happen during the steps of an Attack and can be targeted by Abilities that can be used during the steps of an Attack.

- **Do Intelligent Combatants who are trying to Move "Up To", "Within", etc, account for Terrain, Effects, and Special Rules that might interact with their Ranges?**

  Yes. The intent is that an Intelligent Combatant who is trying to attack from the farthest space, the closest space, or any other space that is reliant on their Range, SOI, or an Ability like Reach are all variable based on the conditions they find themselves in. In other words, an Intelligent Combatant should attempt to do the smartest thing given the circumstances they find themselves in and you should account for bonuses and negatives to their ranges based on Terrain and other rules that might affect these ranges.

- **If I'm not affected by a Terrain Type, (i.e. water), does the Current still move me?**

  No. If you ignore the affects of a Terrain Type, you also ignore any Currents that are part of that terrain.

- **While in Conduit Form can I use Abilities printed on cards that reference being in Conduit Form?**

  Yes.

- **Can an Adventurer have more than one Font of Renewal on the board at a time?**

  Yes.

Errata for V1.2

- **The Following Items should have the "BRIGHT" tag.**

  See the ***Bright*** Tag, Pg. 35.

Unintentional Malum: Act 1

The Iridescent	Charm of Ash
Azrael's Harvester	Spectral Banner
Casualty Engine	Doomcaster
Salvation Umbrella Cave Bow	Hammer of Evil Similitude
Angel Symbols	The Svalinn
Seraphim Sidekick	Etched Console
God Machine	Wand of Manipulation.

- **Tentacle Tokens**

  The rule for these tokens was omitted from the rulebook. Luckily, the basic token rules are on the token itself, meaning they are still usable. However, we've included the rules in their complete form here in this rule book for reference.

New Combatant Tags

MINION:

Combatants with the Minion Tag have ▬ depicted as the Value listed for their **HP**. These Combatants are defeated when they are dealt **3** or more Damage from a single Attack, Spell, or Ability. Otherwise, a Combatant with the Minion Tag ignores all Damage being dealt to them that is equal to or less than **3**.

New Tags

BRIGHT:

Figures with an Item equipped that have the **BRIGHT** Tag ignore negatives associated with certain Special Encounter Rules found in many Encounters and may be referenced by other Abilities.

Note: Some Items from previous products should have the **BRIGHT** Tag but do not. This is any Item that we deemed appropriate given its artwork and theme. See ***Errata***, Pg. 34 for a list of Items from ***Unintentional Malum: Act 1*** that should have this tag.

CHARGE (X):

A figure using this Ability moves up to **X** spaces orthogonally in a straight line and into **the first** space occupied by an opponent. This movement does not provoke Break Attacks. **Displace** the figure that occupied that space and make a free **Melee Attack** against the **Displaced** figure.

This Attack cannot be countered and Gains **+X** Damage where **X** equals twice the amount of spaces moved using **Charge**. If the figure using **Charge** has a larger base size than the target, or if they have an equipped weapon that uses the **BLACK** die as part of the Combat Dice pool, when ***Determining Damage***, deal an additional **PURPLE** of **PHYSICAL DMG**.

CHARGE may only be used on targets that have equal to or smaller base sizes than the figure using **Charge** as determined by the amount of spaces a base occupies.

A Large Based Figure who uses **Charge** may **Displace** multiple figures (as it is possible to move into more than one figure simultaneously with a larger base.) In these cases all figures are **Displaced**. The Large Based Figure may make a single Attack following the same rules listed previously.

CARRY (X):

At any time during a **MOVE**, a figure with **CARRY** may **WARP** up to **X** adjacent allies onto their card. After the Move Action ends, all allies on their card must be placed into adjacent unoccupied spaces. If a figure with **CARRY** is Defeated while an ally is on their card, or if for any reason an ally cannot be placed when the Move Action ends, the ally is Defeated.

MIRROR:

MIRROR is used to deal Damage and inflict Effects back onto an opponent. The amount of Damage it deals and Effects it inflicts is determined by the original Attack or Spell used by the opponent.

When you **MIRROR** an Attack, reference the Final Damage and any Effects inflicted by that Attack or its **FU** step. When you **MIRROR** a Spell, reference the Damage that Spell dealt and any Effects it inflicted.

When you **MIRROR** an Attack or Spell, all Damage dealt is **IRREDUCIBLE DMG**.

Abilities that reference **MIRROR** will also specify how targets are dealt damage and inflicted with effects. (**i.e. EXHAUST:** When you are dealt damage by a Spell, **MIRROR** that Spell against an opponent within **SOI**, **FORCE 10**.)

RICOCHET (X):

Ricochet deals the Final Damage you just dealt with an Attack to another figure who is adjacent to the original target.

When using **RICOCHET**, choose a different target who is also adjacent to the figure you originally attacked. Then, deal that figure **X PHYSICAL DMG**, where **X** is the Final Damage your Attack dealt.

When targeting a figure with Ricochet, ignore Range and Line of Sight.

ART

New Effects

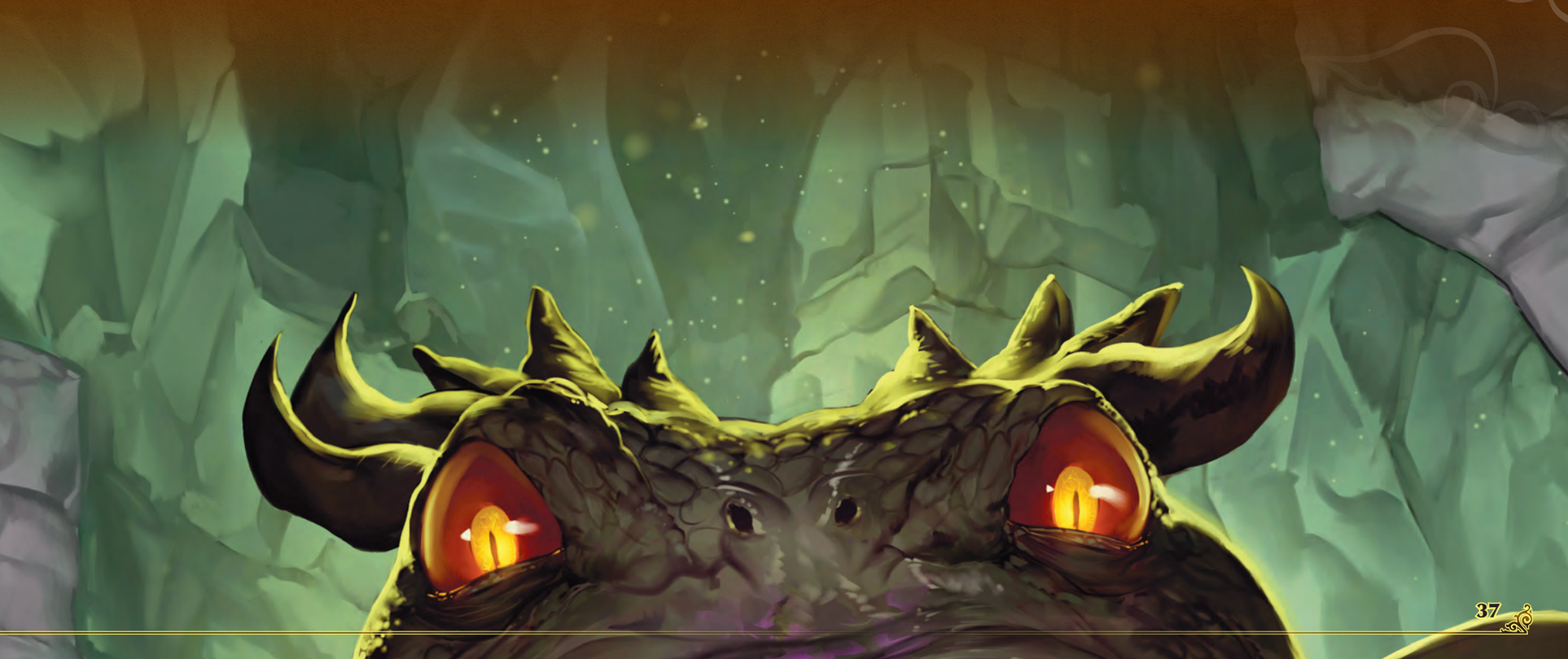
NEGATIVE EFFECTS	TOKEN	EFFECT
Bleed		✥ PASSIVE Before a figure with **BLEED** would make a Standard Action or Standard Ability, they are dealt **1 IRREDUCIBLE DMG**.
Burn		✥ STATUS You are Dealt **3 IRREDUCIBLE DMG**. **IMPORTANT**: A figure that moves into, ends their turn in, or occupies a space that has *Water* terrain placed into it removes the *Burn Effect*. A figure who occupies *Water* cannot be inflicted with *Burn*. A figure inflicted with *Burn* who already has *Frozen* removes all *Frozen Effect* tokens and does not Gain *Burn*. A figure already inflicted with *Burn* who would be inflicted with *Frozen* removes *Burn* and does not Gain *Frozen*.
Choked		✥ PASSIVE Your **RANGE** and **SOI** are reduced by **2**. During the ***Refresh Phase***, Gain one less **SP**. If an effect or ability would cause you to be inflicted with *Choked* while you are already inflicted with *Choked*, you are dealt **3 IRREDUCIBLE DMG** instead.
Frozen		✥ PASSIVE Figures inflicted with *Frozen* take **+3 IRREDUCIBLE DMG** from Attacks and Spells. When a figure with *Frozen* takes damage from an Attack or Spell, remove a *Frozen* effect token. (**Limit 4**) **IMPORTANT**: A figure that moves into, ends their turn in, or occupies a space that has *Lava* terrain placed into it removes all *Frozen Effect* tokens. A figure inflicted by *Burn* who already has *Frozen* removes all *Frozen Effect* tokens and does not Gain *Burn*. A figure already inflicted with *Burn* who would be inflicted by *Frozen* removes *Burn* and does not Gain *Frozen*.
Stupefy		✥ PASSIVE When an Adventurer or Command Combatant is inflicted with **STUPEFY**, they must place this *Effect* token on a Discipline or Item with an Exhaust Ability of their choice. During the ***Refresh Phase*** that Discipline or Item does **not** Un-Exhaust. Intelligent Combatants inflicted with *Stupefy* must ignore the first **FU** Ability that they would perform each turn for each *Stupefy* token they have. These **FU** abilities are treated as though they weren't printed on the card. Combatants may have more than one instance of a *Stupefy Effect* token at a time. If a target has no abilities that can be affected by *Stupefy*, they cannot be inflicted with *Stupefy*.

NEGATIVE EFFECTS	TOKEN	EFFECT
Misfortune		✥ PASSIVE After dealing Initiative Cards for the round, move your card down the Initiative Track **2** spaces. For each space you cannot move (because you're at the back of the track already), deal yourself **2 IRREDUCIBLE DMG**. When resolving more than one Initiative Card with **MISFORTUNE**, start from the back of the Initiative Track and move towards the front. In this way, figures whose Initiative Cards are dealt to the back of the track will naturally take more damage.
Rooted		✥ PASSIVE A figure inflicted with **ROOTED** may not make the Move Action or benefit from Free Movement granted by Abilities they use. Remove the **ROOTED** effect at the end of the figure's next turn.
Sedate		✥ PASSIVE When making a **MOVE** Action, you only Gain half of your total Movement Points (Rounded Up). You also only Gain half of any bonus Movement or Movement Points added to that **MOVE** action (Rounded up).
Slow		✥ PASSIVE During the ***Refresh Phase***, Gain one less **SP**. **IMPORTANT**: A figure Inflicted by *Slow* who already has *Haste* removes *Haste* and does not Gain *Slow*. A figure already inflicted with *Slow* who would Gain *Haste* removes *Slow* and does not Gain *Haste*.
POSITIVE EFFECTS	**TOKEN**	**EFFECT**
Haste		✥ STATUS Gain **+1 SP**. **IMPORTANT**: A figure Inflicted by *Slow* who already has *Haste* removes *Haste* and does not Gain *Slow*. A figure already inflicted with *Slow* who would Gain *Haste* removes *Slow* and does not Gain *Haste*.

ART

New Terrain

NAME	SYMBOL	EFFECT/DESCRIPTION
Glass	WIP	Area's on Tiles or Sheets that are marked with a (white line) represent windows or other structures that are made up mostly of glass. These lines do not surround spaces and will only ever be placed in between one or more spaces and in a way that separates spaces from one another. Spaces separated from each other in this way share an orthogonal direction with *Glass*. • Figures may draw **LOS**, make Attacks, and Cast Spells through glass. If they do, the *Glass* is broken. • A figure that moves through *Glass* is dealt **1 IRREDUCIBLE DMG** and inflicted with *Bleed*. Then, the *Glass* is broken. • When *Glass* is broken, replace each space that shares an orthogonal edge with the *Glass* with *Glass Shard* tracker tokens. A section of *Glass* that separates two spaces cannot be broken more than once. (**Note:** Using *Glass Shard* tokens in this way also keeps track of which sections of Glass have been broken.) • A figure may make an Attack that targets *Glass*. If they do, the *Glass* is broken. When playing a Stealth Encounter, any Action that breaks *Glass* also causes noise and may **not** be done quietly. See ***Stealth Encounters***, Pg. 28.
Lava		Figures that move into, end their turn in, or occupy a space that has *Lava* terrain placed into it, are dealt **3 IRREDUCIBLE DMG** and inflicted with **BURN**. *Lava* Terrain can replace all Terrain except for Dangerous and Obstructing Terrain. If *Lava* is ever placed onto *Water*, or if *Water* is ever placed onto *Lava*, the space is replaced with Normal Terrain (i.e Terrain with no special rules.) instead.
Middle Passage Spikes		Figure that moves into, ends their turn in, or occupies a space that has Middle Passage Spike Terrain placed into it is dealt a **PURPLE** of **IRREDUCIBLE DMG** and inflicted with *Bleed*. *Middle Passage Spike* Terrain can replace all Terrain and can only be placed in Normal and Hindering Terrain.



New Encounter/Tracker Tokens

NAME	TOKEN	EFFECT
Glass Shards		**GLASS SHARDS:** Anytime a figure Attacks, casts a Spell, or moves through *Glass* (white line) replace each space that shares an orthogonal edge with the *Glass* with *Glass Shard* tracker tokens. *Glass Shard* tracker tokens represent hazards to any figure that moves through this space in the future and also help players keep track of which areas of glass have been broken. • Figures that move into, end their turn in, or occupy a space that has a *Glass Shard* tracker token placed into it, are dealt **1 IRREDUCIBLE DMG** and inflicted with *Bleed*. • *Glass Shard* tracker tokens do not block **LOS** and may not be targeted or moved. Glass Shards may occupy any **non-Dangerous** and **non-Obstructing** Terrain Type and may share the same space as any other **non-Glass Shard** token. • A space may not contain more than **1** *Glass Shard* tracker token.
Gust		Gust tokens represent dangerous currents of wind. They are placed by Diagrams and Abilities. These tokens count as Encounter Tokens that can be placed onto any type of Terrain. • Gust Tokens have a path marked with a colored arrow that indicates the direction the Gust is blowing. The color is only used to keep track of one or more different Gusts if required. This Gust of wind is assumed to continue in the direction depicted until stopped by Obstructing Terrain or until reaching the edge of the board. Gusts do not continue or affect figures in spaces beyond Obstructing Terrain or the edge of a board. • At the end of a Round, all figures in the path of a Gust token must move the amount of spaces specified by the Special Encounter Rules or Ability that placed the Gust Token. When moving figures in this way, do so in the order of their position on the Initiative Track. • Figures may not move through other figures, Obstructing Terrain, or up Elevation. • If the figure cannot move for any reason, then the figure is dealt **IRREDUCIBLE DMG** equal to the spaces it was not able to move. If a Gust Token Pushes figures to the Encounter's edge, the figure cannot move and instead is dealt Irreducible dmg. • A figure that is moved from a higher Elevation to a lower Elevation is dealt **3 IRREDUCIBLE DMG**.
Ladder		Ladders are special Tracker tokens that are found both on tokens and printed on Tiles and Sheets. Using some Abilities, Adventurers may also add them to the board. Ladders provide a new way for figures to move up and down Elevation during a Move Action that they normally couldn't. • Ladders may only be placed on spaces that also have an adjacent space with an Elevation difference. • Ladders do not block line of sight, do not modify a space in any way, and can be placed on any terrain a figure could also normally occupy. • Ladders can occupy and share the same space as any other token or figure. • A ladder that takes Damage from terrain is removed from the board. • When a figure moves from one Elevation to another, they may use a ladder so long as the ladder token occupies either the space they moved from, or the space they moved to. When doing so, they may move to or from any difference in Elevation by spending additional movement points equal to the difference in Elevation from one space to another. If they do not have enough Movement Points, they may not use the ladder to make this Elevation change. • Free Movement cannot be used to use a Ladder.

NAME	TOKEN	EFFECT
Mounted Weapon		***Mounted Weapons*** are Combatant tokens that might appear as part of an Encounter. These tokens are numbered **1-9** with each token representing a unique Mounted Weapon. Figures close enough can fire a ***Mounted Weapon*** using its unique profile listed under the Special Encounter Rules associated with the Mounted Weapon. The following rules apply to Mounted Weapons: • To fire a Mounted Weapon, an Adventurer must be on or adjacent to a space occupied by the Mounted Weapon. If the Adventurer doesn't have **LOS** to the Mounted Weapon or any part of the Mounted Weapons token is occupied by an opponent, it cannot be fired. Then, so long as it is loaded, an Adventurer may spend **1 SP** to fire it. **(Art for Loaded Cannon VS Unloaded Cannon.)** • After spending the required **1 SP**, the figure firing the Mounted Weapon must choose a space within Line of Sight and Range of the Mounted Weapon's printed profile in the Special Encounter Rules. • If the profile uses an Ability Template with an Origin Diamond (◆), then that template must be placed and oriented so that the Origin Diamond occupies a space that is within Range and Line of Sight of the Adventurer firing the Mounted Weapon. If the Ability Template uses an Origin Arrow (➧), then that template must be placed and oriented so that the Origin Arrow is adjacent to the space the Mounted Weapon occupies. **(Cannon Printed Profile Example.)** **Range, Damage, special rules or how to avoid, Template it uses.** • After resolving the Mounted Weapon's Ability, place a Used token on this Mounted Weapon's token. A Mounted Weapon with a Used token placed on it is considered Unloaded. Unless otherwise specified, all Mounted Weapons on a diagram will start loaded. • Only loaded Mounted Weapon's can be fired. To reload a Mounted Weapon, an Adventurer must spend **1 SP** and also be able to otherwise fire that Mounted Weapon. • If a Mounted Weapon takes damage from an Ability Template, Terrain Effect, or a Special Encounter Rule it is destroyed and removed from the board. A figure who is on or adjacent to a space a Mounted Weapon occupies may take an Encounter Action to attempt a **Lore** or **Perception 12 Skill Check**. If they succeed, they sabotage the machine, and remove it from the board. **Note:** Intelligent Combatants will never sabotage a Mounted Weapon unless instructed to do so. • Intelligent Combatants will interact with Mounted Weapons only when specifically instructed to do so via the Special Encounter Rules. An Intelligent Combatant follows all the same restrictions as Adventurers when determining if they can use a Mounted Weapon and who they can target.
Round / Turn Token		*Round/Turn* Tracker tokens are used to help players keep track of any Ability, Special Encounter Rule, or Intelligent Combatant AI Step that might instruct players to do something once per round or turn. In addition, these tokens can be used to track Passive Abilities that call for an Ability or Action to occur "The first time each turn".

New Encounter/Tracker Tokens continued

NAME	TOKEN	EFFECT
Rigging Token		Rigging tokens are Tracker tokens that might appear as part of an Encounter. Figures may use Rigging tokens to move around the board more efficiently. • If a Rigging token takes damage from an Ability Template, Terrain Effect, or a Special Encounter Rule it is destroyed and removed from the board. A figure who is on a space a Rigging token occupies may take an Encounter Action to sabotage the Rigging and remove it from the board. Intelligent Combatants will never sabotage a Rigging token unless instructed to do so. • An Adventurer who starts a Move Action while on or adjacent to a Rigging token may Gain Flight until the end of their Move Action. If they do, they may not add additional Movement in any way to this Move Action. • A figure that moves at least **1** space using a Rigging token will Gain **+1** to their **ATK ROLL** on the next Attack they make this turn. • An Intelligent Combatant may only use a Rigging token if the encounter specifies that they can. If an Intelligent Combatant is allowed to use a Rigging token as part of an encounter they will use them if they are instructed to perform a Move Action and using the Rigging token would be more beneficial than performing the Movement normally. For example, if the rigging would allow them to complete the Move action that otherwise would have been false, or if they could Gain the bonus to their Attack Roll without provoking a Break Attack.
Route Tokens		*Route* tokens represent tunnels, traversable pits, corridors, portals, staircases, or anything else that is meant to thematically connect two different and distant areas together. *Route* tokens are marked "**Route A**" or "**Route B**" and always come in sets of two with a matching type (**i.e** artwork) and a matching color on their border. When you are instructed to place a *Route* token, you will also be instructed to place a *Route* token of the same type at a different location, with one marked **A** and the other marked **B**. Spaces that contain a *Route* token of the same color are thematically and mechanically connected. (i.e. A Blue **Route A** token will always connect to a Blue **Route B** token.) • During a figure's turn, they may move from any space a *Route* token occupies to any space another *Route* token of the same type and color occupies by spending **1** Movement Point during a Move Action. • In addition to the normal **LOS** rules, a figure occupying a space with a *Route* token can draw **LOS** from the space they occupy to any other spaces occupied by a *Route* token of the same type and color. When doing so, they may **not** draw **LOS** to any spaces beyond those occupied by the matching *Route* token. • Figures who occupy the same type and color *Route* token are considered to be adjacent to each other. • Due to the thematic nature of *Routes*, its possible that some *Routes* will be marked using *Special Terrain*. In these cases, the Special Encounter Rules will make it clear. *Routes* printed on Tiles and Sheets follow all the same rules but will not require a token to represent them as they are already printed on the Tile or Sheet in question.
Unaware Token		*Unaware* tokens represent Combatants that are not aware of an Adventurer's presence and are temporarily not a threat to the Adventurer. Combatants that have the *Unaware Tracker* token skip their turns until the token is removed. An *Unaware Tracker* token is removed when the Intelligent Combatant takes Damage, or starts their turn within **LOS** of an opponent.

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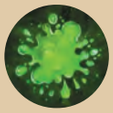
New Combatant Tokens

NAME	TOKEN	EFFECT
Berserk		Some Intelligent Combatants and Special Encounter Rules might place a *Berserk* token onto a Combatant. The *Berserk* Combatant token is treated as a *Special Effect* for the purposes of other Abilities. After the last figure on the Initiative Track has taken their turn, before Ending the Round, doing any abilities, or doing any Special Encounter Rules that occur at the end of a Round, Combatants with *Berserk* Special Effect take a second turn. If multiple Combatants have a Berserk token, activate them in the order in which their Initaitive Cards are on the Initiative Track.
Bile		Figures that Move into, end their turn in, or occupy a space that has *Bile* placed into it are dealt **1 IRREDUCIBLE DMG**.
Dark Tendril		*Dark Tendril* tokens are spawned by Abilities that are used by both Adventurers and Combatants. *Dark Tendrils* count as figures with **6 HP**, **10** Defense, and **6** Armor. *Dark Tendrils* have **RESISTANCE: MAGICAL DMG** unless the source of the Damage is from an **AXE**. • Opponents who provoke a Break Attack from a *Dark Tendril* or are dealt a **GREEN** of **PHYSICAL DMG**. • When a figure who spawned a *Dark Tendril* starts their turn, all opponents adjacent to a *Dark Tendrils* they spawned are dealt a **GREEN** of **PHYSICAL DMG**. • *Dark Tendrils* do not drop Combatant Loot.
Dark Tentacle		*Dark Tentacle* tokens are placed by Abilities that are used by both Adventurers and Combatants. *Dark Tentacles* are considered a *Special Effect* tokens. Depending on if *Dark Tentacles* are placed on a figure who is allied or opposing the figure who used the Ability that placed the token changes how they affect a figure. **Dark Tentacle Tokens:** • A figure may not have more than one *Dark Tentacle* token on them. • A figure with *Dark Tentacle* token, or an adjacent ally, may spend **1 SP** and make an Encounter Action to attempt a **STRENGTH 10** check to remove a *Dark Tentacle*. Intelligent Combatants with a *Dark Tentacle* will attempt this Check at the end of each of their turns by rolling the **BLACK** . If they roll , remove this token. **Allies with a *Dark Tentacle* Token:** • They Gain **+2** . • If they would be dealt **PHYSICAL DMG** or **MAGIC DMG** by an opponent, roll the **BLACK** . If **4** or **4** are rolled, remove this token and all Damage is ignored. If this token was added by an Esper controlled by a Summoner, that Summoner does not remove this token when using this Ability. **Opponents with a *Dark Tentacle* Token:** • Gain STATUS: Move **2** spaces towards the figure who placed the *Dark Tentacle* on this figure. If that figure has been Defeated, move this figure towards the nearest non-adjacent opponent instead. • This figure may not Dodge and may not Empower Attacks or Spells. • Spells cast against this figure are **EMPOWERED**.

PUT NUMBERS IN ICONS

New Combatant Tokens Continued

NAME	TOKEN	EFFECT
Fetid Crimson Bloat		Some Encounters and Combatants will specify that they use *Fetid Crimson Bloat* tokens. *Fetid Crimson Bloat* tokens are placed on or adjacent to Adventurers. While near them, these Adventurers will have Limited options available to them until they can free the grasp of the *Fetid Crimson Bloat* . *Fetid Crimson Bloat tokens* may never occupy spaces that already contain a copy of the same token. While occupying a space containing a *Fetid Crimson Bloat* token, Adventurers: • May not make the Move Action or use the Counter Ability. • Gain and have **PASSIVE:** *Burn*, *Poison*, and *Darkness*. • An adventurer adjacent (but not occupying) a space containing a *Fetid Crimson Bloat* token may spend **1 SP** to make a **STRENGTH 12** or **LORE 12** Skill Check. If they Pass this Check, they may remove an adjacent *Fetid Crimson Bloat* token from the board. • An adventurer who occupies the same space as a *Fetid Crimson Bloat* token may remove this token by spending **5 SP.**
Fire		*Fire* tokens are placed by Diagrams and Abilities. These tokens count as Combatant Tokens that can be placed onto *Hindering* Terrain and *Normal* Terrain. • A figure who occupies a space where fire is placed, enters a space with fire, or starts their turn in a space that contains a *Fire* token is inflicted with *Burn*. If they are already inflicted with *Burn*, they take **3 IRREDUCIBLE DMG** instead. • At the start of a Round, Fire will spread! Before dealing Initiative Cards, place a single *Fire* token on an adjacent space to each individual body of *Fire* currently on the board. When placing *Fire Terrain* in this way, prioritize placing *Fire Terrain* on spaces that contain *Hindering Terrain*. If *Fire* is placed on *Hindering Terrain* in this way, place fire on all spaces part of that body of *Hindering Terrain*. • Fire can occupy the same space as any other token. If the token can take Damage, Fire will inflict Damage to it. Otherwise, Fire has no effect on other tokens unless explicitly mentioned in the Special Encounter Rules or Rules associated with that Token. • An Adventurer may make an Encounter Action to remove up to **1** *Fire* tokens from spaces on or adjacent to the space they occupy.
Gnashing Appendage		*Gnashing Appendage* tokens are used during Encounters that feature *Hogrifar*. They are used as a Combatant Token or an Intelligent Combatant depending on the rules associated with them in their corresponding Encounter Setup. ***Gnashing Appendages:*** • Count as figures with **1 HP**, **23** Defense, **0** Armor, and Conviction Dice. • Have **PROVOKE 3**. • All Attacks they make have **FU: PULL 3** and inflict *Disease*, *Poison*, and *Rooted*, **FORCE 15**.

NAME	TOKEN	EFFECT
Ice Spikes		Some Encounters and Combatants place *Ice Spike* tokens. These tokens deal damage and obstruct players from freely drawing Line of Sight. Ice Spikes are only ever placed using templates and come in a variety of sizes. **Ice Spikes:** • When determining if a figure has Line of Sight to a space, figures can draw Line of Sight into but not through a space containing an Ice Spike token. • A figure that moves into, ends their turn in, moves out of, or occupies a space that has *Ice Spikes* placed into it is dealt **2 MAGIC DMG** and inflicted with *Frozen* twice. • *Ice Spikes* come in various sizes intended to be placed using Templates. They may only be placed on Normal and Hindering Terrain and may only be placed if all spaces the token would occupy can be occupied by *Ice Spikes*. • An adventurer on or adjacent to a space containing an *Ice Spike* token may spend **2 SP** to make a **STRENGTH 12** or **PERCEPTION 12** Skill Check. If they Pass this Check, they may remove an *Ice Spike token of any size* on or adjacent to the space they occupy.
Lurid Bleep Bomb		*Lurid Bleep Bomb* tokens are placed on the board by Combatants and Special Encounter rules. A *Lurid Bleep Bomb* will detonate at the start of the next Round. When a *Lurid Bleep Bomb* detonates, place the Small Cross Template on the Bleep Bomb. All figures within this template are dealt a **YELLOW** of **PHYSICAL DMG**. Then, place *Poison Gas* in every space within this template.

NAME	TOKEN	RULES
Obscuring Tokens		*Obscuring* tokens represent debris, clouds, or other forms of airborne particulates that impede your vision. • Cannot be moved, Damaged, or affected by Currents, Abilities, or Special Encounter Rules that don't specifically call them by name. • Can be placed in any non-obstructing space. *Obscuring* tokens do not replace Terrain, instead, they add to the existing effects of the Terrain they are placed on. • Come in different types. These types may have additional rules associated with their tokens. • *Obscuring* tokens placed into a space that already contains an *Obscuring* token of the same type cannot be placed. If the type of *Obscuring* token being placed is different, it will replace the existing *Obscuring* token type with the new type. • When determining if a figure has Line of Sight to a space, figures can draw Line of Sight into but not through a space containing an *Obscuring* token. • Figures do not provoke break attacks while leaving spaces that contain *Obscuring* tokens.

NAME	TOKEN	EFFECT
Smoke		*Smoke* represents non-dangerous clouds that obscure vision. They follow all the basic rules associated with *Obscuring* tokens.
Smoldering Gas		*Smoldering Gas* represents dangerous clouds produced by fires, burning debris, or other obstacles of intense heat. In addition to following all rules associated with *Obscuring* tokens, *Smoldering Gas* has the following rules: • A figure that moves into, ends their turn in, or occupies a space that has *Smoldering Gas* placed into it, is dealt **1 IRREDUCIBLE DMG** and Inflicted with *Choked*.
Miasma		*Miasma* represents noxious fumes produced by Raw Itlum Crystals. In addition to following all rules associated with *Obscuring* tokens, *Miasma* has the following rules: • When determining if a figure has **SOI** to a space, figures can draw **SOI** into but not through a space containing *Miasma*. • A figure that moves into, ends their turn in, or occupies a space that has *Miasma* placed into it, is dealt **1 IRREDUCIBLE DMG**. **THEN** make an **INTELLIGENCE + PRESENCE 15** check if they fail they are Inflicted with *Sedate*.
Poison Gas		*Poison Gas* represents toxic fumes produced by monsters, terrain, and abilities. In addition to following all rules associated with *Obscuring* tokens, *Poison Gas* has the following rules: • A figure that moves into or ends their turn in a space that has *Poison Gas* is Inflicted with *Poison*. When Inflicting *Poison* in this way, the *Poison Limit* of a figure is **2**. • If you end your turn in a space containing *Poison Gas*, you are Inflicted with *Poison* and *Sedate*.

NAME	TOKEN	EFFECT
Palimpsest of the Dead		Adventurers have access to the ***Medium for the Blasphemous*** Discipline to place a *Palimpsest* token onto the board. This token counts as *Hindering* Terrain and cannot be placed on *Dangerous*, *Obstructing*, or *Special* Terrain spaces. **When a figure is within 4 spaces of a space the Palimpsest token occupies:** • The figure loses and cannot gain *Positive Effects*. • If the figure is the target of an Attack or Spell, when ***Rolling to Hit*** or ***Determining the Force of a Spell*** against them, they are dealt **2 MAGIC DMG** for each ⬛ rolled. • If the figure makes an Attack or Casts a Spell, when ***Rolling to Hit*** or ***Determining the Force of a Spell*** against the target, they are dealt **2 MAGIC DMG** for each ⬛ rolled. **Note:** A figure who is both within 4 spaces of the Palimpsest and targeting a figure who is also within **4** spaces of the Palimpsest will take **4 MAGIC DMG** for each ⬛ rolled.
Phantom Sentry		*Phantom Sentry* tokens are used during Encounters that feature the *Ghostslinger*. Each *Ghostslinger* has a corresponding *Phantom Sentry* with a matching color and Activation Number. The *Phantom Sentry* and *Ghostslinger* share an Initiative Card. When a *Ghostslinger* takes her turn, her Phantom sentry will take a turn after her. When a *Phantom Sentry* takes its turn, it will Attack opponents. If there are less than **3** different opponents to Attack, it will attack the nearest opponent **3** times. If there are **3** or more opponents within range, it will make a Range **6** Attack against every opponent within Range. ***Phantom Sentry's:*** • Count as figures with **1 HP**, **23** Defense, **6** Armor, **INCORPOREAL**, **IMMUNITY: MAGIC DMG**, and automatically pass all Conviction Checks. • Have **PROVOKE 6**. • All Attacks they make ignore Armor. In addition, they have **FU: PUSH 3** and inflict *Rooted*, **FORCE 15**.

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New Combatant Tokens Continued

NAME	TOKEN	EFFECT
Reanimation		Combatants with the **UNDEAD** tag use *Reanimation* tokens. When a Combatant with the **UNDEAD** tag is Defeated, place a *Reanimation* token on the space(s) it occupied. At the end of the next Round, if this token is still on the board, remove this token from the board and Spawn a new Combatant of the same type that placed this Combatant token. **Reanimation Tokens:** • Are double sided to keep track of what turn they were placed on and when the Combatant will respawn. One side depicts a hand raising the dead. This means that the token was placed this turn. The other side depicts a skeleton hand bursting from the ground. This means that the token will spawn the corresponding Combatant at the end of this Round. When placing a *Reanimation* token, always place them on the board with the hand raising the dead. • Come in multiple sizes. When a Combatant places a *Reanimation* token, always place a token that matches the base size of the Combatant who placed it. • Come in numbered pairs. When a Combatant places a *Reanimation* token, place one on the board and another of the same number on the Combatant's Activation Number. That way, you know that this Combatant is the one marked to Respawn. • Prevents future Combatants of the same type from Spawning. Until the corresponding *Reanimation* token has been removed from the board, a Combatant with a *Reanimation* token on its Activation Number is treated as though it is still currently spawned for the purpose of component limitations and spawning rules. • If a *Reanimation* token's space is occupied when spawning a Combatant, **DISPLACE** all figures occupying its spaces before Spawning the Combatant. • Can be removed to prevent a Combatant from Spawning again! These tokens can be targeted by Attacks as though they were a figure, but still do not block Line of Sight or movement in any way. If an Adventurer or one of their allies can remove this token by making an Attack action against it. No roll is required. Instead, remove this token from the board. • Opponents that use *Reanimation* tokens will not normally drop Loot. To Gain a Loot card from an opponent that uses a *Reanimation* token, a player must remove the token from the board. If they do, they Gain a Loot card like normal. **SWARM** (and other **TAGS** that affect Loot draws) must still be considered when determining if the opponent qualifies for a Loot draw. • *Reanimation* cannot be canceled.

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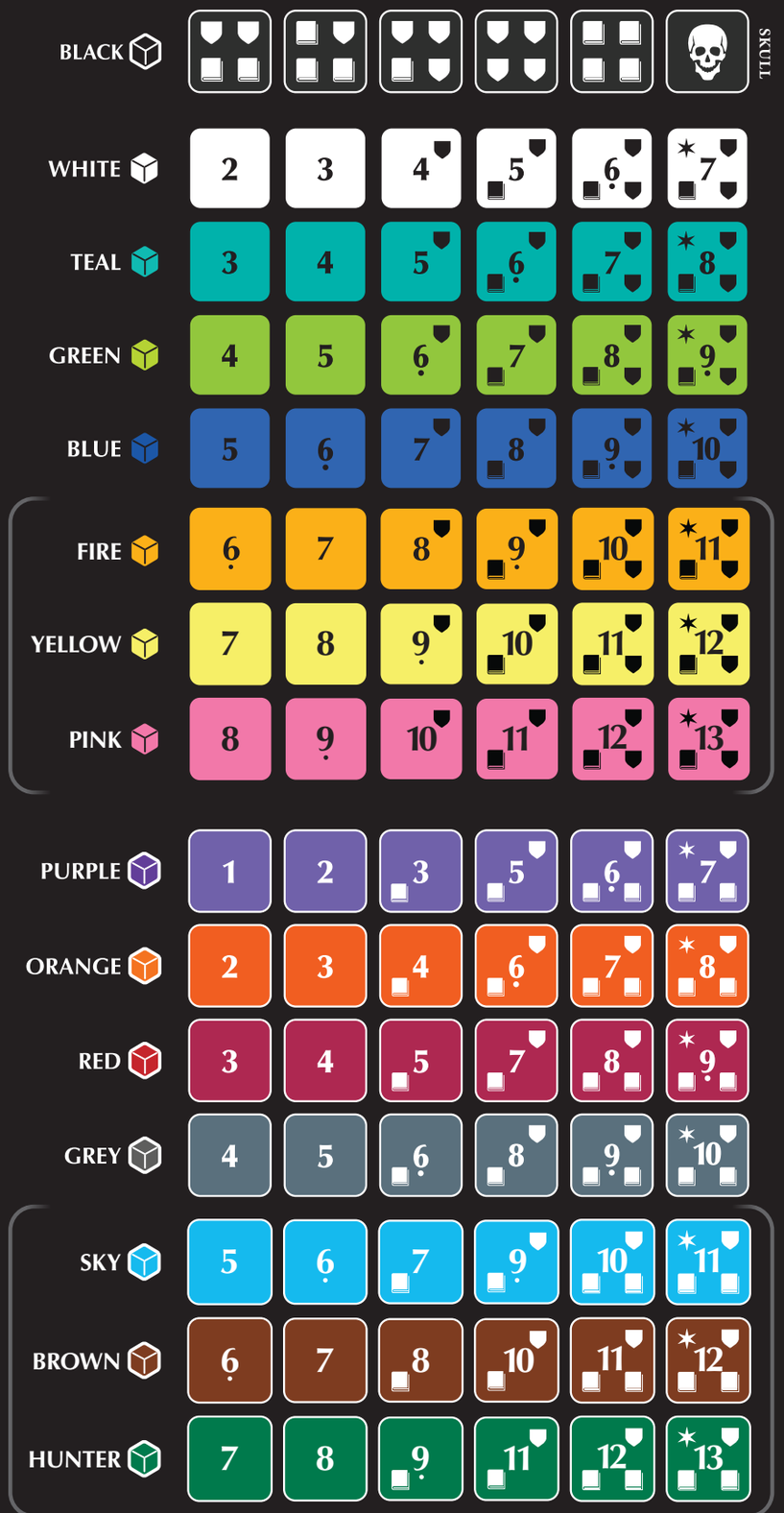
NAME	TOKEN	EFFECT
Shadow Image		Some Intelligent Combatants will have AI Steps that might instruct them to place a *Shadow Image* token onto a Combatant. The *Shadow Image* Combatant token is treated as a *Special Effect* for the purposes of other Abilities. When making an Attack or Casting a spell against an opponent with *Shadow Image*, roll the **BLACK** ⬢. If **4** ▬ or **4** ⛊ are rolled, the Attack or Spell misses or fails to affect this figure.
Spirit Crux		Some Encounters and Combatants place *Spirit Crux* tokens. These tokens expand the range of **SOI** and prevent players from using certain types of Abilities while near them. **Spirit Crux Tokens:** • Adventurer's within **SOI** of a *Spirit Crux* may only use Standard Actions and Abilities that cost **1** or more **SP**. If an Ability would reduce the cost of a Standard Action or Ability or allow a player to use the Standard Action or Ability without paying its cost, it cannot be used. • Opposing Combatants within **SOI** of a Spirit Crux Gain **RESISTANCE: PHYSICAL DMG** against all Attacks that do not have at least **1 ARMOR PIERCING**. • An adventurer on or adjacent to a space containing a *Spirit Crux* token may spend **1 SP** to make a **STRENGTH 12** or **LORE 12** Skill Check. If they Pass this Check, they may remove a *Spirit Crux* on or adjacent to the space they occupy.
Spiritual Needle		Some Encounters and Combatants will specify that they use Spiritual Needles. This Combatant token is tied to specific Combatants. These Combatants will Gain a set of unique Abilities printed on their Combatant card until the last Needle has been destroyed. **Spiritual Needle Tokens:** • There are 5 tokens marked 1 through 5. These tokens are always placed in a set as determined by the Special Encounter Rules or Combatant that uses them. Destroying the last Spiritual Needle in the set will also cease any Abilities printed on the corresponding Combatant card or Special Encounter Rules that use them. • Will only ever correspond to a single Combatant card in any given Encounter unless noted otherwise. • Can be removed from the board by Adventurers or their allies by using an Encounter Action to make a **LORE 10** check while occupying the same or an adjacent space to the Spiritual Needle. • Are not affected by Currents.
Tentacles		*Tentacle* tokens are part of Encounter setups that feature the *Corpse Collector* Combatant. A *Tentacle* token will be instructed to move during the *Corpse Collector's* turn. If an opponent starts their turn on the same space as a *Tentacle* token, they put the token on their card as a *Special Effect*. Figures may be affected by multiple *Tentacle* tokens. Figures with *Tentacle* tokens or adjacent allies may spend **1 SP** and make a Strength **10** check to remove a *Tentacle* token. If the *Tentacle* token is removed, place it in an nearest unoccupied non-Dangerous space adjacent to the *Corpse Collector* at the end of the *Corpse Collector's* next turn. **Combatant Token rule exceptions:** • *Tentacles* ***cannot*** be moved by Currents and other Special Encounter Rules that would move figures or tokens on the board. • *Tentacles* Ignore the effects of non-Obstructing Terrain. • *Tentacles* ***cannot*** be targeted, **PUSHED**, **PULLED**, or otherwise moved by Abilities that don't explicitly allow moving *Tentacles*.

Dice Breakdown



DICE SYMBOLS: BOOK SHIELD BURST

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